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KERR IP GROUP, LLC
MICHAEL A. KERR
P.O. Box 18600
RENO, NV 89511

EXAMINER	
RUSSELL, MATTHEW S	
ART UNIT	**PAPER NUMBER**
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

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MICK@KIPG.COM
mmk@kipg.com
admin@kipg.com

Office Action Summary	**Application No.** 10/681,034	**Applicant(s)** KERR, MICHAEL A.
	Examiner MATTHEW RUSSELL	**Art Unit** 3716

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *03 August 2011*.
2a)☒ This action is **FINAL**. 2b)☐ This action is non-final.
3)☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.
4)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

5)☒ Claim(s) *21-25,27-29,31,34-36,38 and 40-48* is/are pending in the application.
  5a) Of the above claim(s) _____ is/are withdrawn from consideration.
6)☐ Claim(s) _____ is/are allowed.
7)☒ Claim(s) *21-25, 27-29, 31, 34-36, 38 and 40-48* is/are rejected.
8)☐ Claim(s) _____ is/are objected to.
9)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

10)☐ The specification is objected to by the Examiner.
11)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.
  Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
  Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
12)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

13)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
  a)☐ All b)☐ Some * c)☐ None of:
    1.☐ Certified copies of the priority documents have been received.
    2.☐ Certified copies of the priority documents have been received in Application No. _____.
    3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
  * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08)
  Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413)
  Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Claim Rejections - 35 USC § 103

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

2. **Claims 21-25, 28, 29, 35, 36, 38, and 41-48 are rejected under 35 U.S.C. 103(a) as being unpatentable over Tully (6719631), in view of Walker (6001016), Karmarkar (6508709), and Crumby (6875110).**

3. As to claims 21, 23 and 24 Tully discloses a gaming system and method (2:19-55, 3:32-4:35, figs 1- 12) comprising all steps/features including a wireless network access device as either a PDA (claim 24) or wireless [digital] phone (claim 23) (5:28-30, ref.200,202), the wireless network access device having a plurality of security information that comprises an IP address (11:38-42, ref. 610), and a gaming system (ref. 10) to communicate (2:19-55, 4:58-5:20) with the wireless network access device, the gaming system comprising a registration database that stores registration data associated with each registered user (4:36-37, 5:67-6:3, 11:17-37, ref. 600);

4. a verification system in communication with the wireless network access device and the registration database, said verification system configured to verify the user is a registered user (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref600, 610); said verification system comprising a firewall disposed between a gaming

server and the wireless network access device (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref 600, 610; implicit for firewall between gaming server and wireless access device as shown by website for security and as required by gaming jurisdictions for security);

5. said verification system further configured to secure communications with the first wireless network access device by verifying the plurality of security information associated with the first wireless network access device (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref 600, 610) a gaming server configured to generate a random game output that associates the random game output with at least one particular game outcome, said gaming server configured to communicate to the first wireless network access device (col. 4:7-15; 17:7-11), said gaming server configured to be accessible by the wireless network access device after verifying the wireless network device is a secure device, and after verifying the user has registered (11 : 17-42, 15:38-50, 18:24- 31); and

6. Tully does not expressly disclose a video server that stores a plurality of different animated images corresponding to at least one particular game outcome that associate the random game output with at least one particular game outcome to communicate the plurality of images corresponding to the particular game outcome to the first network device, a video encoder that configures the plurality of animated images as a video stream that is received by the wireless network device, since Tully transmits the generated game output as a value/result of amount won and allowing the player device to visually display the images of

amount won by providing the association of game output. However, maintaining central control of game outcome is well known so as to maintain security. In a similar gaming system to that of Tully, Walker discloses a gaming device for remote play such as a wireless network or over internet (3:40-4:30) where the player is verified as registered using authentication (4:44-64; 6:8-44; 8:49-9:7) that maintains central control of game outcome so as to maintain security that teaches a video server that stores a plurality of different animated images corresponding to at least one particular game outcome (11:33-65; 12:17-38), that associates the random game output for one of the wireless network access devices with at least on particular game outcome and the corresponding group of animated images (11:33-65; 12:17-38), communicating the plurality of images corresponding to the particular game outcome to the first network device (2:52-3:9, 3:40-4:30, 11:33-65; 12:17-38; figs. 1-8; 10-11b ref. 284) and a video encoder that configures the plurality of animated images as a video stream that is received by the wireless network device (2:52-3:9, 3:40-4:30, 11:33-65; 12:17-38; figs. 1-8; 10-11b, implicit for wireless transmission/reception). Walker is relevant prior art either for being in the field of applicant's endeavor or, for being reasonably pertinent to the particular problem with which the applicant was concerned, in order to be relied upon as a basis for rejection of the claimed invention. See In re Oetiker, 977 F.2d 1443, 24 USPQ2d 1443 (Fed. Cir. 1992). The level of ordinary skill is as represented by cited references. Therefore, in consideration of KSR decision by US Supreme Court, it would have been obvious to an artisan at a time prior to the invention to apply the process of video server that stores a plurality of animated images corresponding to at least one particular game outcome, that associates the random game output with at least one particular game outcome and the corresponding group of animated images, to communicate the plurality of images corresponding to the particular game outcome and a video encoder that configures the group of animated images as a video stream that is received by each wireless access device as taught by Walker to improve the gaming system and method of Tulley for the expected result of maintaining central control of game outcome to increase security.

7. Further, wherein Tully and/or Walker fail to explicitly disclose a video encoder, Karmarkar teaches in a video gaming system similar to that of the Tully and Walker references, transmitting from a server to a network access device gaming (animated) video images utilizing encoding (MPEG) (see figs. 1 and 3, col. 6:7-7:7; col. 7:43-8:64). Therefore it would have been obvious to one skilled in the art at the time of the invention to include the encoding means in the modified gaming server of Tully to transmit images to a network access device because Karmarkar teaches that gaming systems like that of Tully and Walker increase their utility with the addition of secure transmission of video images by becoming compliant with gaming rules (see col. 1:7-3:57).

8. Further, the modified Tully gaming system fails to disclose the security information is a media access control (MAC) address and an IP address associated with the wireless network access device In a gaming system device

similar to that taught by Tully, Crumby teaches sending security information with TCP/IP protocol information and MAC address authentication (col. 11:38-12:6; 15:49-16:30; 16:49-17:43). Further, wherein Tully does not explicitly disclose a firewall disposed between a gaming server and each wireless network access device, Crumby teaches a firewall between a gaming device and a gaming server (See fig. 3, generally/320/304/303/302/2, fig. 5/5b, 520; col. 4:29-59; 5:50-59; 16:30-48) Therefore it would have been obvious to one skilled in the art at the time of the invention to include the networking accessing features as described above in the verification system of the network access system of Tully because it is a well known way to transmit and receive network information and because Crumby teaches that gaming systems like that of Tully increase their utility with the addition of a firewall and IP and MAC address communication by being able to securely identify a network access device (see col 16:49-17:43).

9. As to claim 22, the modified Tully reference discloses a transactional system to monitor transactions between wireless network access device and the gaming system (8:51-9:31, 10:27-45, 11:43-12:60).

10. As to claim 25, the modified Tully reference discloses verification system is configured to verify the user by comparing a user ID and password associated in the registration database (5:28-30, ref. 200 ,202, 610; see also 5:36-37, 5:67-6:3, 11:17-42).

11. As to claim 28, Tully discloses wireless gaming system (2:19-55, 3:32-4:35, figs 1- 12), comprising: a plurality of wireless network access devices (5:28-30,

ref.200,202; see also 5:36-37; 5:67-6:3, and 11:17-42), each having a plurality of security identification information associated therewith that comprises an Internet Protocol (IP) address (11:38-42, ref. 610); and a gaming system (ref. 10) that is configured to communicate (2:19-55, 4:58-5:20) with each wireless network access device (4:36-37, 5:67-6:3, 11:17-37, ref. 600), the gaming system comprising, a registration database that stores registration data associated with each registered user (5:36-37; 5:67-6:3, and 11:17-42); a verification system in communication with each wireless network access device and the registration database, said verification system configured to verify the user of each wireless network access device is a registered user (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref 600, 610);

12. said verification system comprising a firewall disposed between a gaming server and each wireless network access device (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref 600, 610; implicit for firewall between gaming server and wireless access device as shown by website for security and as required by gaming jurisdictions for security), said verification system configured to secure communications with each wireless network access device by verifying the plurality of identification information associated with the each wireless network access device (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref 600, 610);

13. a gaming server configured to generate a random game output that associates the random game output for one of the wireless network access devices with at least one particular game outcome, said gaming server configured to be

accessible by the wireless network access device (col. 4:7-15; 17:7-11) after verifying the wireless network device is a secure device, and after verifying the user has registered (11 : 17-42, 15:38-50, 18:24- 31).

14. Tully does not expressly disclose a video server that stores a plurality of different animated images corresponding to at least one particular game outcome that associate the random game output with at least one particular game outcome to communicate the plurality of images corresponding to the particular game outcome to the first network device, a video encoder that configures the plurality of animated images as a video stream that is received by the wireless network device, since Tully transmits the generated game output as a value/result of amount won and allowing the player device to visually display the images of amount won by providing the association of game output. However, maintaining central control of game outcome is well known so as to maintain security. In a similar gaming system to that of Tully, Walker discloses a gaming device for remote play such as a wireless network or over internet (3:40-4:30) where the player is verified as registered using authentication (4:44-64; 6:8-44; 8:49-9:7) that maintains central control of game outcome so as to maintain security that teaches a video server that stores a plurality of different animated images corresponding to at least one particular game outcome (11:33-65; 12:17-38), that associates the random game output for one of the wireless network access devices with at least on particular game outcome and the corresponding group of animated images (11:33-65; 12:17-38), communicating the plurality of images

corresponding to the particular game outcome to the first network device (2:52-3:9, 3:40-4:30, 11:33-65; 12:17-38; figs. 1-8; 10-11b ref. 284) and a video encoder that configures the plurality of animated images as a video stream that is received by the wireless network device (2:52-3:9, 3:40-4:30, 11:33-65; 12:17-38; figs. 1-8; 10-11b, implicit for wireless transmission/reception). Walker is relevant prior art either for being in the field of applicant's endeavor or, for being reasonably pertinent to the particular problem with which the applicant was concerned, in order to be relied upon as a basis for rejection of the claimed invention. See In re Oetiker, 977 F.2d 1443, 24 USPQ2d 1443 (Fed. Cir. 1992). The level of ordinary skill is as represented by cited references. Therefore, in consideration of KSR decision by US Supreme Court, it would have been obvious to an artisan at a time prior to the invention to apply the process of video server that stores a plurality of animated images corresponding to at least one particular game outcome, that associates the random game output with at least one particular game outcome and the corresponding group of animated images, to communicate the plurality of images corresponding to the particular game outcome and a video encoder that configures the group of animated images as a video stream that is received by each wireless access device as taught by Walker to improve the gaming system and method of Tulley for the expected result of maintaining central control of game outcome to increase security.

15. Further, wherein Tully and/or Walker fail to explicitly disclose a video encoder, Karmarkar teaches in a video gaming system similar to that of the Tully and

Walker references, transmitting from a server to a network access device gaming (animated) video images utilizing encoding (MPEG) (see figs. 1 and 3, col. 6:7-7:7; col. 7:43-8:64). Therefore it would have been obvious to one skilled in the art at the time of the invention to include the encoding means in the modified gaming server of Tully to transmit images to a network access device because Karmarkar teaches that gaming systems like that of Tully and Walker increase their utility with the addition of secure transmission of video images by becoming compliant with gaming rules (see col. 1:7-3:57).

16. Further, the modified Tully gaming system fails to disclose the security information is a media access control (MAC) address and an IP address associated with the wireless network access device In a gaming system device similar to that taught by Tully, Crumby teaches sending security information with TCP/IP protocol information and MAC address authentication (col. 11:38-12:6; 15:49-16:30; 16:49-17:43). Further, wherein Tully does not explicitly disclose a firewall disposed between a gaming server and each wireless network access device, Crumby teaches a firewall between a gaming device and a gaming server (See fig. 3, generally/320/304/303/302/2, fig. 5/5b, 520; col. 4:29-59; 5:50-59; 16:30-48) Therefore it would have been obvious to one skilled in the art at the time of the invention to include the networking accessing features as described above in the verification system of the network access system of Tully because it is a well known way to transmit and receive network information and because Crumby teaches that gaming systems like that of Tully increase their utility with

the addition of a firewall and IP and MAC address communication by being able to securely identify a network access device (see col 16:49-17:43).

17. As to claim 29, the modified Tully reference discloses the verification system is configured to verify the user is a registered user by comparing a user ID and password to information in the registration database (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref 600, 610).

18. As to claim 35, Tully discloses a wireless gaming method (2:19-55, 3:32-4:35, figs 1- 12), comprising: receiving a plurality of identification information from a wireless network access device, the information including an Internet Protocol (IP) address associated with the wireless network access device (2:19-55, 4:58-5:20; 11:38-42, ref. 610); communicating the plurality of identification information associated with the wireless network access device to a gaming system (2:19-55, 4:58-5:20; 11:38-42, ref. 610), the gaming system comprising a registration database that stores registration data associated with a registered user (4:36-37, 5:67-6:3, 11:17-37, ref. 600); verifying a user is a registered user (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref600, 610); verifying the wireless network access device is a secure device by verifying the plurality of identification information associated with the wireless network access device (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref 600, 610) . permitting access to a gaming server after determining the wireless network device is secure and after determining the user has registered (4:36-57; 11:17-42; 15:38-5); generating a random game output at the gaming server; associating the random game output

with a particular game outcome (4:37-54; 6:20-23, 26-61; 7:26-34; 8:18-22, 30-9:7); wherein a firewall is disposed between a gaming server and the wireless network access device (4:36-37, 5:63-6:3, 11:17-42, 15:38-50, 8:24-31, ref 600, 610; implicit for firewall between gaming server and wireless access device as shown by website for security and as required by gaming jurisdictions for security).

19. Tully does not expressly disclose storing a plurality of different animated images corresponding to a plurality of game outcomes on a video server; associating the particular game outcome with a plurality of corresponding animated images; configuring the plurality of animated images as a video stream with a video encoder; and communicating the plurality of corresponding images to the wireless network access device. In a similar gaming system to that of Tully, Walker discloses a gaming device for remote play such as a wireless network or over internet (3:40-4:30) where the player is verified as registered using authentication (4:44-64; 6:8-44; 8:49-9:7) that maintains central control of game outcome so as to maintain security that teaches a video server that stores a plurality of different animated images corresponding to at least one particular game outcome (11:33-65; 12:17-38), that associates the random game output for one of the wireless network access devices with at least on particular game outcome and the corresponding group of animated images (11:33-65; 12:17-38), communicating the plurality of images corresponding to the particular game outcome to the first network device (2:52-3:9, 3:40-4:30, 11:33-65; 12:17-38; figs.

1-8; 10-11b ref. 284) and a video encoder that configures the plurality of animated images as a video stream that is received by the wireless network device (2:52-3:9, 3:40-4:30, 11:33-65; 12:17-38; figs. 1-8; 10-11b, implicit for wireless transmission/reception). Walker is relevant prior art either for being in the field of applicant's endeavor or, for being reasonably pertinent to the particular problem with which the applicant was concerned, in order to be relied upon as a basis for rejection of the claimed invention. See In re Oetiker, 977 F.2d 1443, 24 USPQ2d 1443 (Fed. Cir. 1992). The level of ordinary skill is as represented by cited references. Therefore, in consideration of KSR decision by US Supreme Court, it would have been obvious to an artisan at a time prior to the invention to apply the process of video server that stores a plurality of animated images corresponding to at least one particular game outcome, that associates the random game output with at least one particular game outcome and the corresponding group of animated images, to communicate the plurality of images corresponding to the particular game outcome and a video encoder that configures the group of animated images as a video stream that is received by each wireless access device as taught by Walker to improve the gaming system and method of Tulley for the expected result of maintaining central control of game outcome to increase security.

20. Further, wherein Tully and/or Walker fail to explicitly disclose a video encoder, Karmarkar teaches in a video gaming system similar to that of the Tully and Walker references, transmitting from a server to a network access device gaming

(animated) video images utilizing encoding (MPEG) (see figs. 1 and 3, col. 6:7-7:7; col. 7:43-8:64). Therefore it would have been obvious to one skilled in the art at the time of the invention to include the encoding means in the modified gaming server of Tully to transmit images to a network access device because Karmarkar teaches that gaming systems like that of Tully and Walker increase their utility with the addition of secure transmission of video images by becoming compliant with gaming rules (see col. 1:7-3:57).

21. Further, the modified Tully gaming system fails to disclose the security information is a media access control (MAC) address and an IP address associated with the wireless network access device In a gaming system device similar to that taught by Tully, Crumby teaches sending security information with TCP/IP protocol information and MAC address authentication (col. 11:38-12:6; 15:49-16:30; 16:49-17:43). Further, wherein Tully does not explicitly disclose a firewall disposed between a gaming server and each wireless network access device, Crumby teaches a firewall between a gaming device and a gaming server (See fig. 3, generally/320/304/303/302/2, fig. 5/5b, 520; col. 4:29-59; 5:50-59; 16:30-48) Therefore it would have been obvious to one skilled in the art at the time of the invention to include the networking accessing features as described above in the verification system of the network access system of Tully because it is a well known way to transmit and receive network information and because Crumby teaches that gaming systems like that of Tully increase their utility with

the addition of a firewall and IP and MAC address communication by being able to securely identify a network access device (see col 16:49-17:43).

22. As to claim 36, the modified Tully reference discloses monitoring transactions between the wireless network access device and the gaming system (8:51-9:31, 10:27-45, 11:43-12:60).

23. As to claim 38, the modified Tully reference discloses monitoring transactions between the wireless network access device and the gaming server (8:51-9:31; 10:27-45; 11:43-12:60).

24. Regarding claims 41-45, Tulley discloses a gaming system and method with gaming server that comprises a random game output with a particular game output whereby random outcome is associated with payout amount as game output(s) (6:15- 61 ; 17:3-45) where the game outcome data is of coins won or lost. However, Tulley fails to explicitly disclose wherein the paytable module is configured to determine the plurality of images corresponding to the particular game outcome as shown, in a related reference. Walker teaches alternative embodiment where server selects an outcome (12:1-39), generates visual representation of the payout outcome for transmission to gaming device by correlating the payout outcome to the paytable stored at server and transmits that graphic representation (@ 11:37-12: 39).

25. As stated above, Walker is relevant prior art. Thus, in consideration of KSR decision by US Supreme Court, it would have been obvious to an artisan at a time prior to the invention to apply the process of wherein the paytable module is

configured to determine the plurality of images corresponding to the particular game outcome as shown, in a related reference as taught by Walker to improve the gaming system and method of Tulley for the predictable result of determining a particular game outcome output. Further, because Tulley and Walker each teach a method and gaming system to determine a particular game outcome output, it would have been obvious to an artisan at a time prior to the invention to substitute one method (plurality of images) for the other coins won or lost) to achieve the predictable result of providing an offer.

26. With respect to claims 46-48, the modified Tully reference teaches the structure for and method of the gaming server is further configured to communicate the plurality of images to the first (one of) wireless network access device by way of a downstream transmission (Walker teaches downstream transmission by sending from the server to the remote gaming device, see col. 11:60-65).

27. Claims 27, 31, 34 and 40 are rejected under 35 U.S.C. 103(a) as being unpatentable over Tulley in view of Walker, Karmarkar, and Crumby, as applied to claims 25 and 35 above, and further in view of Schneier (5768382).

28. The modified Tully reference discloses all features/steps of claimed gaming system and method (supra) except smart card, taught by Schneier to gaming system and method of Tulley in view of Walker for the predictable result of improving security of verifying a registered/authorized user or device. MAC and cryptographic keys which are used to encrypt/decrypt communications between

verification system and each of the network access devices. Schneier (12:20-25, 15:11-58, 16:13-54, 17:43-63, 23:9-37, 23:53-24:51,27:28-28:27) each discloses a gaming system or method including a remote wireless network access device such as PDA using two factor authentication input teaching smart card and cryptographic keys which are used to encrypt/decrypt communication between verification system and network access devices for improved security of verifying a registered user such that a smart card as input to verify user with information in a registration database for security and to ensure user is authorized. Walker discloses use of a player tracking card for authentications (sic) but does not state that it is a smart card. There is no demonstrated evidence that the smart card claimed produces unexpected results over player tracking card that patentably distinguishes thereby. Alternatively, it would have been obvious to an artisan at a time prior to the invention to add smart card or cryptographic keys which are used to encrypt/decrypt communication between verification system and network access devices as taught by Schneier to gaming system and method of the modified Tully gaming system to increase security or to ensure a user is authorized access. Also, in consideration of U.S. Supreme Court decision in KSR International Co. v. Teleflex, Inc., it would have been obvious to an artisan to apply a smart card or cryptographic keys which are used to encrypt/decrypt communication between verification system and network access devices as taught by Schneier to modified Tully gaming system and method for the predictable result of improving security of verifying a registered/authorized user or device.

Response to Arguments

29. Applicant's arguments with respect to claims 21, 28 and 35 (and dependent claims), on page 11, paragraph 1 through page 13 have been considered but are moot in view of the new ground(s) of rejection.

30. Applicant's arguments filed 8/3/2011 have been fully considered but they are not persuasive. Specifically, Examiner disagrees with Applicant's argument (pg 10, para. 4), that Walker fails to teach storage of a plurality of images" or Walker fails to teach "a video server that stores a plurality of different animated images." Walker teaches transmitting outcome data to a remote wagering terminal, wherein the outcome data may be live data or stored historical data from previous plays of a slot machine (col. 3:40-52). Further Walker teaches transmitting generated visual representation of the outcome to the remote wagering terminal (col. 11:60-65). Whereby Walker teaches storing a plurality of images by storing generated visual representations of stored historical data from multiple previous plays of a slot machine. Further, Walker teaches animated images in the same fashion as taught by the Specification @ page 22 " A broadcast stream for the plurality of images associated with each image ID is broadcast to each player," wherein Walker sends a visual representation of each

outcome and the change of visual representation from outcome to outcome teaches animated images.

Conclusion

Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to MATTHEW RUSSELL whose telephone number is (571)270-3472. The examiner can normally be reached on Monday thru Friday, 8AM-4PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/MATTHEW RUSSELL/
Examiner, Art Unit 3716

/Dmitry Suhol/
Supervisory Patent Examiner, Art Unit 3716